

Professional Summary

Hardworking, enthusiastic and passionate job seeker, eager to obtain entry-level Game Developer position. Previous professional experience in IT and Management honed ability to work under pressure and adapt to new situations and challenges. Experienced programmer ready to help team achieve company goals.

Work History

Toronto Film School - Unity & C# CAPSTONE PROJECT LEAD PROGRAMMER - Diploma in Video Game Design & Development: Game Programming 04/2020 to 10/2021

- Acted as team director/lead for the programmers of our capstone at the request of the team.
 - Updated the Team Leads/Directors of our progress during closed-door meetings; Discussed future game systems that needed to be addressed to meet deadlines of the project.
 - Facilitated weekly meetings where Team Leads would highlight the programmers' progress and/or roadblocks; Attempted to maintain transparency between the Programming and Artist teams
 - GitHub repository Administrator:
 - Pulled request approvals and assigned approval checks for my own pull requests from other Leads.
 - Rolled back project when/if required.
- Worked with Photon PUN2 to add Networking to Unity for our capstone. Created a lobby where players can create games or join games as they become available.
- Worked on:
 - Programmed base systems for the player including movement, grab system, machine interactions as well as network counterparts
 - Wrote base script for the machines to allow the script's use in any machine within the game
 - Designed an Item-interface and Item-Class System where programmers could add objects without needing to write extra logic to work within the game
 - Designed and wrote player's saving/loading profile system
- Assisted the team with 1 on 1 meetings when requested to keep momentum of the project. Adapted to work with programmers from several time zones. Ensured we were able to meet the completion timeline. From this process I discerned which topics needed to be brought to the Team Leads meetings in order to make an actionable-decisions in advance.

Ubisoft Halifax - GAME BETA TESTER
Halifax, NS
07/2017 to 10/2019

- Played unreleased games for the fun-factor, gameplay feel as well as part of the physiology of events in games make players feel.
- Searched for and reported bugs during game play sessions and explained how I was able to reproduce them step by step, with an understanding of how the system may have been created on the back end.
- Advised of game viability to the QA team on understanding the the underline systems at play after a confusing meeting(s) with one of the programmer team meetings.
- Currently under NDA on several projects.
 - NDA removed for the following released games: **Hungry Dragon & Tom Clancy's Elite Squad** - where I beta tested the psychology of fun, and relavant rewards within the games.

EventsEast - JUNIOR NETWORK SYSTEMS ADMINISTRATOR
Halifax, NS
07/2017 to 10/2019

- Installed, repaired and configured new desktop hardware and software. Provided support as needed.
- Created documentation manual for Wi-Fi infrastructure including channel mapping and addressing.
- Constant Wi-Fi scanning & equipment testing; Stabilization with Cisco and Ruckus infrastructure.
- Cisco VoIP system: Worked with, and programmed, Cisco switches, used for infrastructure & events.
- Built storage system (NAS) for the company's virtual servers.
- Programmed external-facing Cisco switch for Ungerboeck's application server.
- Created and programmed C# tools such as a Network Switch Status Tool which allowed staff to monitor switch activity without being present onsite.


Eastern College - NETWORK TECHNICAL ASSISTANT
Halifax, NS
01/2016 to 03/2017

- Provided PC and printer support.
- Re-wired the entire Campus for networking.
- Worked on tickets as they came into the campus.

Pizza Pizza Ltd. - CORPORATE MANAGER (NOVA SCOTIA)
Halifax, NS
08/2013 to 08/2016

- Managed 3 store locations in the Halifax Regional Municipality.
- Responsible for hiring staff and staff management including scheduling, training, ordering, reporting.
- Compiled OHS material into comprehensive manual; Implemented Health/Safety info stations.
- Cross-trained existing employees to maximize team agility and performance.
- Onboarded new employees with training and new hire documentation.

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Links

 brianpurdy.ca

 linkedin.com/in/brianpurdy01

 GitHub.com/redwraithx

Skills - Links to relavent skills can be found in

- Computer & Programming skills
- Self-motivated professional
- TeamBuilding & Collaboration
- Critical thinking
- Language proficiency in C#, .NET, C++, HTML, Javascript, CSS
- Engine proficiency in Unity, Construct; Essential knowledge in Unreal
- Software proficency in Visual Studio, Rider, ReSharper, SDL Framework, Photon PUN2 Networking, GitHub

Education

09/2021 - Toronto Film School, Toronto, ON
Diploma in Video Game Design & Development: Game Programming

- Dean's List Jun 2020 to Sept 2021
- Relevant Coursework Completed: Cross Platform Programming I/II (Unity/C#); AI Game Programming; Physics for Game Programmers I-III; Game Testing & Debugging; Programming Logic & Fundamentals I/II (C++); Mathematics for Game Programmers I/II; Game Frameworks IIII; Game Design I-IV; Scripting for Games (HTML & Javascript); Game Platforms; Mobile Game Development I/II; Graphics Programming I/II (Unreal); Game Audio I/II; Digital Programming; Game Modeling

07/2017 - Eastern College, Halifax, NS
Diploma in IT Systems
Administration: Information Technology

- Award of Excellence 2017
- Diploma with Distinction
- Relevant Coursework Completed: Admin (Windows, Windows Server, Microsoft Exchange Server, SQL Server, Enterprise Smartphone, Linux); PowerShell Scripting; Network, Mobile and Cisco Technologies; Installing, Configuring and Configuring Advanced Windows Server Services; A+; Technology Management; IT Systems and Security Administrator